



HEADS UP DISPLAY WITH SCENE 2D



WHAT IS HEADS UP DISPLAY?

Definition / Specifications

- It is a brief group of the main elements in a game.
- It shouldn't overload the information displayed on the main screen.
- It is usually located at the borders of the screen to provide quick information.
- It presents data without requiring users to look away from their usual viewpoints.



TYPES:

Vehicle

- Fuel
- Fire
- Velocity

Inventory

- Weapons
- Potions
- Gear pieces

Main

- Health bar
- Ammo
- Armor
- Minimap



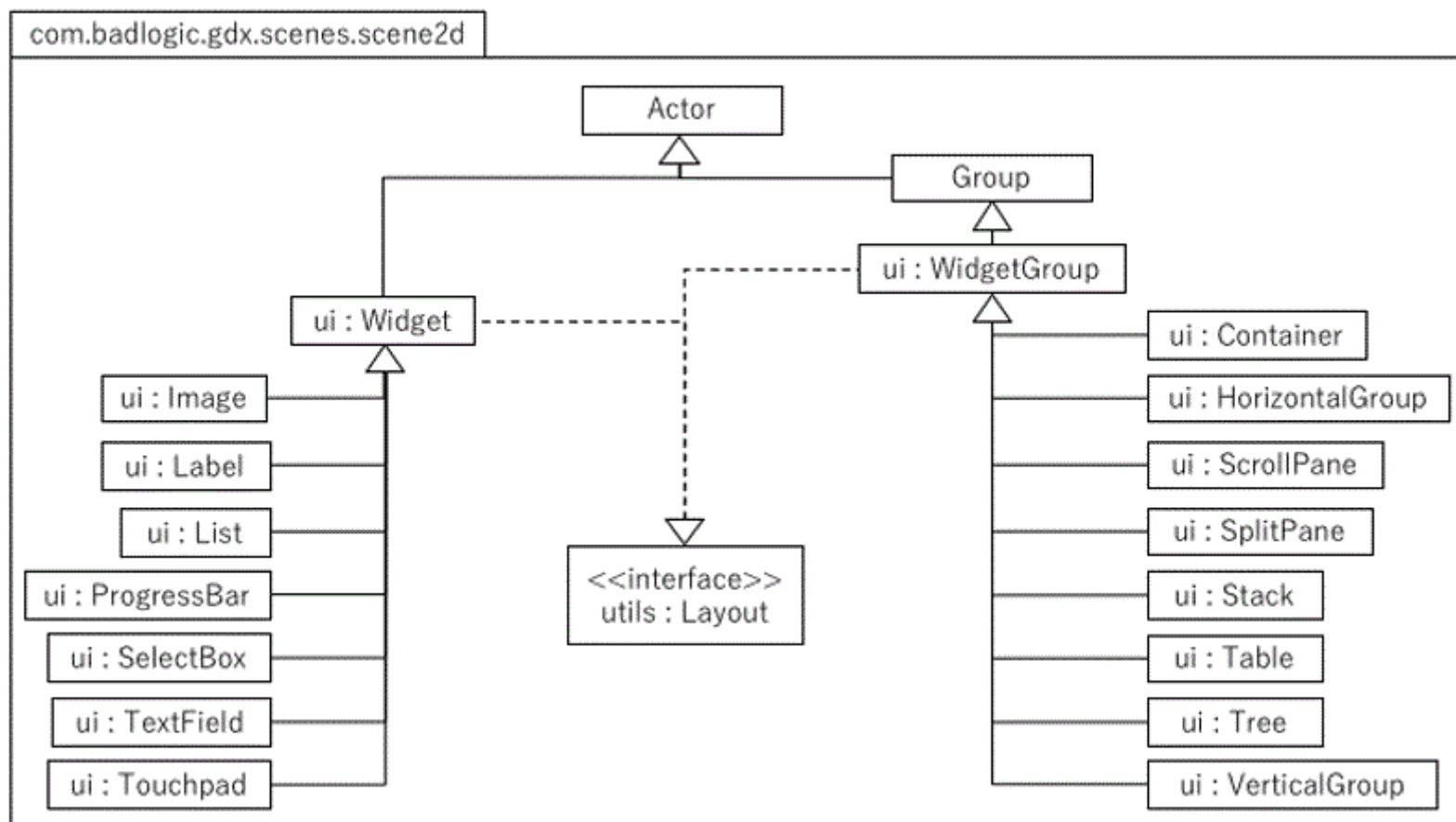
WHAT DO WE NEED TO USE IT?

Scene2D:

- LIBGDX comes along with a library called Scene2D
- It gives us predefined classes to manage and create different screens much easier.
- Our game will be mainly separated in **stages**, where we will add Actors.
- Finally those Actors, have their own drawing methods, you simply have to call the method **.act**
- We have to mention that the stages have their own events, and viewports.



HERITANCE AND HIERARCHY





Code snippet

```
public class HudStage extends Stage{  
    Private MainStage mainStage;  
    Static public Texture vida;  
    static public Label corazonLabel;  
    static public Label puntuacionMaxima;  
    static public Label puntuacionMaximaTexto;  
    static public Label dificultad;  
    ...  
}
```

Code example

```
vida= new Texture(Gdx.files.internal("vida.png"));  
Image corazon = new Image(vida);  
addActor(corazon)  
corazon.setPosition(getViewport().getWorldWidth-  
corazon.getWidth(), getViewport().getWorldHeight()-  
corazon.getHeight());
```

```
corazonLabel.setText(Integer.toString(mainStage.getVidas()));
```



EXAMPLES

